Team reflection course week 3 (week 17)

Team 22

Customer Value and Scope

the chosen scope of the application under development including the priority of features and for whom you are creating value

- **A:** At the moment we are working on putting an interactive map up on the app using the Google maps API, as well as creating a menu with different buttons so the user can eventually navigate further through the app. We have also started creating a button for a QR-scanner. We felt that these components had the highest priority and value for the product owner and the user to start off with as we feel that they are the foundational building blocks for the development of the rest of the app.
- **B:** The ultimate goal is of course to finish these components at the end of this sprint so the product owners and users can see a clear foundation on how the app is going to be built up further.
- **A → B:** To get to this point all group member individually will be assigned different tasks based off these components. However we will be working together as a group to help each other. Those who have less experience working with Android development will be working together with those who have earlier experience with it in the beginning so the inexperienced members can quickly get accustomed with android development.

the success criteria for the team in terms of what you want to achieve within the project (this can include the application, but also your learning outcomes, your teamwork, or your effort)

- **A:** During these initial weeks of the project it is clear that we all put our time and effort to try to achieve the goals we have set for this project, both on a personal level and as a team. For some of us this has meant to get more familiar with the tools and applications we are using while others got a bit deeper trying to understand and implement for example the Google Maps API, all of which has been successfully done. We work good as a team and are always supporting and helping each other so all of us feel involved and keep learning to get better programmers and team members.
- **B:** Now that we have been getting set up and started with the coding side of the project our goals for the next few weeks is to work effectively as a team in order to create and develop a good product for our stakeholders. We are going to divide the work so that every person has something to do and on a level where they feel comfortable doing it so we make progress and achieve the goals for each sprint.

- **A → B:** In order to proceed with our work we have weekly communication with the stakeholders to update the progress of the product as well as getting feedback back from them on what they like and what they are missing. We are also taking an individual responsibility to read and learn necessary stuff connected to the work we do and as a team we are there for each other when someone has thoughts or questions about something. One way we will achieve this is to sit down together not just on meetings but on coding sessions as well.

your user stories in terms of using a standard pattern, acceptance criteria, task breakdown and effort estimation and how this influenced the way you worked and created value

- **A:** All of our user stories follow the standard pattern, for example: "As a user I'd like to see a menu on the left hand side with the different navigation alternatives that exists.". These user stories have been developed together with the product owners and thereby, our acceptance criteria is that these user stories are implemented in the way the product owners want**.** For all the user stories we have planned this sprint, we made smaller tasks to make the development process easier. Estimating the time each user story will take was a bit hard, since we didn't know how long it would take to insert a map for example. So it ended up with finishing some stories faster then expected and solved this by adding more tasks during the sprint.
- **B:** The goal is to create manageable user stories that could be done in each sprint which follow the INVEST guidelines and have well defined acceptance criteria that can to the best of its ability evaluate the system's compliance with the business requirements and assess whether it is acceptable for delivery. The task breakdown should enable us to work in parallel.
- **A→ B:** To achieve our goal, we have to be careful when handling the user stories.

your acceptance tests, such as how they were performed, with whom, and which value they provided for you and the other stakeholders

- **A:** So far, our ambition has been to use our product owners as our acceptance test. At this moment, they have seen and confirmed that the mockup looks sufficient. Furthermore, they think that the initial development of features, like the menu in the app, looks good.
- **B:** The goal is to use acceptance tests as much as possible to get the development process verified at each state. Thereby, we hope to identify errors and fix these directly when they occur.
- **A → B:** To reach our goal, our ambition is to have continuous contact with the product owners.

the three KPIs you use for monitoring your progress and how you use them to improve your process

- **A:** At the moment we have not decided what KPIs we are going to use. We have had a hard time trying to figure out what KPIs could be the best for our group specifically. As we have a lot of different talent in the group, finding the most optimal KPIs that can cover all of these bases has taken more time than we had originally thought. We have riddled down to a selection of KPIs right now.
- **B:** The goal is by the end of this sprint to decide upon three KPIs from that selection that we feel like will best monitor our progress on the project.
- **A → B:** To do this we need to decide together at our next group meeting (24/4) on what KPIs we feel like we should use.

Social Contract and Effort

your social contract (Links to an external site.), i.e., the rules that define how you work together as a team, how it influenced your work, and how it evolved during the project (this means, of course, you should create one in the first week and continuously update it when the need arrives)
There is a survey (Links to an external site.) you can use for evaluating how the team is perceiving the process and if it is used by several teams it will also help you to assess if your team is following a general pattern or not.

- **A:** In the initial state of the project we created a social contract, using a template to include everything that is usually included in a contract like this. So far, we have felt that our first copy of the contract has been extensive enough. Thereby, we have not found a reason to update the initial version.
- **B:** Our goal is to have a comprehensive contract that reflects the reality and helps the group to have a nice working climate. Moreover, we would like to constantly update the contract to reach an optimal contract in the final stage of the project.
- **A → B:** To reach our goal we have decided to discuss the working climate in the group constantly to get an idea of what needs to be changed.

the time you have spent on the course and how it relates to what you delivered (so keep track of your hours so you can describe the current situation)

- **A:** Since the project just started and we all came back from easter, the time spent is not that much. The total time spent on a total of 4 meetings and self-studies on Android development is roughly 25 hours.
- **B:** Our common goal is to try our best to spend at least 15-20 hours per week, on average.
- **A → B:** To achieve this goal we have to do our best to push each other to do as much as they can manage and to enable us to develop multiple features at the same time, i.e parallel programming. This can be done by focusing on the right user stories which enable us to do that, and to help each other out if you get stuck.